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Anderson

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[54] VIRTUAL REALITY TELEVISION SYSTEM

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[57] ABSTRACT

A virtual reality television system includes a video capture and encoding system for capturing and encoding the surface geometries and colors of objects and their background as the objects interact during a live action event taking place in a live action space; an audio capture and encoding system for capturing and encoding spatial sound sources emanating from the live action space as a result of the objects interacting therein, as well as ambient sounds emanating from a periphery area around the live action space and commentators' voices; and a rendering system responsive to viewer manipulated input devices for rendering a visual and auditory experience of the live action event from the perspective of a viewer selected virtual viewpoint related to the live action space.

6 Claims, 49 Drawing Sheets

